

ABSTRACT

[91] Aspects of programming media content in a distributed media network may include selecting at least one customized media channel established by a user based on an input from the user. A display interface may be utilized for the input selection. Media may be identified for the selected customized media channel. After selection, the media may be presented directly in one or more of the customized media channels and/or displayed in a corresponding channel view of the media channels based on the user's selections. The identified media be transferred to one or more of the customized media channels and/or scheduled to be displayed in the corresponding channel of the customized media channels. Whenever new media becomes available, the newly available media may be updated in the channel view of the corresponding customized media channels.